

B R O E D I N G N A G

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Brobdingnag #41

"1900"

13 August 1966  
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The Coastal Crawl

Suppose there is a fleet in Portugal and another in the south coast of Sapin, and suppose that it is the wish of the player(s) owning these fleets to move them north. Is the pair of orders,

Fleet Portugal to Spain (north Coast)  
Fleet Spain (south coast) to Portugal

legal or not?

It depends on one's interpretation of the rule, "If two units are ordered each to the space the other occupies, neither may move." (Rulebook, page 4, paragraph 1.)

There is some doubt as to the exact meaning of the word "space" in the words quoted from the rulebook. The terms "province" and "body of water" are defined in the first paragraph of page 2 of the rulebook. On page 4 the word "space" suddenly appears, without definition. Is it to be regarded as identical with "province or body of water"? Or does it mean a place where a unit can move? In the first case, the orders cited would appear to give rise to a stand-off, as each fleet is ordered to the province previously occupied by the other. In the second interpretation, for fleets, the south coast of Spain would constitute one "space" and the north coast of Spain another, and no stand-off results.

The more legalistically minded players will probably regard the move as a stand off. Those who believe that the game should mimic real warfare, who call themselves "realists" may regard the moves as permissible. They certainly correspond with what an actual power, relatively weak in naval strength, would do, if prevented from using the high seas by superior hostile forces. The movement of the Scharnhorst and the Gneisenau from the Bay of Biscay, through the coastal waters of Normandy, to German ports, is an example from the last war. Similar examples of ships creeping along a coast line could be found in almost any war in which both sides had naval forces, but in which one side was considerably weaker than the other in that arm.

The example with which this article begins is a case where a player tries to move forces out of the Mediterranean into more northern waters in spite of the control of the Mid-Atlantic Ocean by an opponent. The reverse case can also arise, and there is a similar situation in Bulgaria, though less likely to occur in practice. The other province with a split coast, St. Petersburg, presents no problem, as a fleet moving from one coast to the other there, must always go through more than one intervening space. The corresponding set of moves is, therefore, legal in the St. Petersburg case, under any interpretation of the rules.

This is, I feel, a situation where there is something to be said on both sides. A real decision in the matter can only be made by Calhamer, who is, hereby, asked to declare his views on the subject.

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Game 1966 AQ

"1900"

Positions in Game 1966AQ were assigned by lot, and the following line-up resulted:

England: Greg Long, 3526 SW 112, Seattle, Washington, 98146.

France: Earl A. Thompson, 128 South Mariposa, Apt. 2,  
Los Angeles, California, 90004.

Germany: Derek Nelson, 18 Granard Blvd., Scarborough, Ontario,  
Canada.

Italy: James Goldman, 430 East 29th Street, Paterson, New Jersey.

Austria: Scott P. Duncan, 2508 Highland Avenue, Broomall,  
Pennsylvania, 19008.

Russia: Charles F. Reinsel, 120 8th Ave., Clarion, Pennsylvania,  
16214.

Turkey: Jack Greene, Jr., 670 Darrell Road, Hillsborough,  
California, 94010.

The customary three weeks will be allowed for setting up initial alliances and so on. The deadline is, therefore, September 3rd, 1966. All moves for Spring 1901 should be here by then. The house rules to be used in this game are given on the following pages; players are asked to read them through and to ask about any points which are not clear.

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The last two issues of BROB carries lists of Diplomacy 'zines being published. There are a number of corrections to be made to the lists:

Vandy II: Earl announces that he will not continue with plans to publish this 'zine.

A Droite A Gauche: Address should be shown as 288 Broadway, Apt. 139,  
Chula Vista, Calif., 92010.

Valaskjalf: James Wright, 1605 Thayer St., Richland, Wash., 99352.

There are openings for players, but only if they live in the immediate vicinity of the Gamesmaster. Publishes on a weekly schedule.

Miskatonic University.(2) Anders Swenson, 145 Ponderosa Lane, Walnut  
Creek, California, 94598. Sub. pl to end  
of current 5 man game. No new game openings.

Armageddonia: Charles Turner, 24 Boyd Court, Pleasant Hill, California.  
Is reported to be seeking players but

I don't know game fee.

### BROBDINGNAG House Rules for Postal Diplomacy.

1. The rules given in the rulebook, "Diplomacy", by Allan B. Calhamer, published by Games Research, Inc., are binding. Adjustments to those rules, to make them suitable for postal play of the game, and to fit BROBDINGNAG's publishing schedule, are given below.
2. In those cases where there are ambiguities, or omissions, in the rulebook, the gamesmaster will be guided by published statements of Calhamer, in cases where they cover the point in question. In other cases the gamesmaster will be guided by his own understanding of the game. Any such interpretation, once adopted in any game, will be adhered to for the remainder of that game.
3. The assignment of countries to players is by lot; players' statements of preferences will be disregarded.
4. The deadline for the first move will normally be three weeks after the publication of the players' list; the deadline for other moves will normally be two weeks from time of publication of the preceding moves. From time to time it may be necessary to change the interval somewhat, for instance, to prevent the deadline date falling on a day when there is no mail delivery; such changes may lengthen, but may not shorten, the time available to the players.
5. The deadline is assumed to be 6 P. M., Mountain Standard Time, of the announced date. (6 P. M., MST, is 8 P. M., EST, on the east coast, and 5 P. M., PST, on the west coast. There is no Daylight Saving Time in Alberta, and the corresponding difference should be allowed for, during summer months.)
6. The gamesmaster reserves the right to publish ahead of the announced deadline, on all Summer and Winter moves, whenever moves have been received from all players concerned. In such cases amended moves, received after the moves have been put on stencil, will not be considered.
7. Submitted moves, open to more than one interpretation, will be treated as stand orders.
8. The gamesmaster reserves the right to publish any set of moves by letter, instead of in BROBDINGNAG, whenever such action will speed the game, or whenever demanded by the exigencies of his personal or business life. Such moves will be republished in the next following issue of BROBDINGNAG. Press releases will not generally be included with the letters.
9. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unordered force which is dislodged, will be annihilated. An unordered retreating force will be removed.
10. It is the responsibility of every player to check published moves for errors of ruling, or of transcription, and to inform the

gamesmaster immediately, if any are found. Errors can always be corrected "on the move", i.e., if the gamesmaster is aware of them before publishing the next following set of moves. After publication of the following moves it is, in general, impossible to correct errors.

11. Moves sent in by phone or telegraph should be verified by letter. Moves sent by typed, unsigned, letter will not be accepted.

12. Move amendments should be clearly dated. When not, the gamesmaster will use his best judgment as to which is the later; however no claim that he has erred in this respect will be considered.

13. If a Spring move results in a retreat for which there is more than one opening, a Summer move will be called. Retreats, resulting from a Fall move, will be combined with build and removal orders, in the Winter move.

14. If, on a Summer or Winter move, two forces retreat to the same space, both are annihilated.

15. If a player wishes a defeated force to stand and die, rather than to retreat, the gamesmaster must be so informed in advance, that is with the Spring or Fall move from which the retreat arises. Otherwise, if there is only one available space for a retreating unit, it will be ordered there by the gamesmaster, in order to save time.

16. Future moves, conditional on the outcome of the current move, are solicited at all times. In particular, the necessity for calling Summer moves can be avoided if players will submit conditional retreats with their Spring moves. On future conditional moves, particular care should be taken in making clear the conditions under which they are to apply. Such conditions can only be on things which will have taken place before the move in question; never on other moves taking place simultaneously with it.

17. A player who expects to be away from his usual address may have a copy of BROODINGWAG sent elsewhere, but he is asked to inform the editor of such change as far in advance as possible.

18. Players may arrange to have their positions temporarily taken over by substitute players (for instance, if they are going on a touring vacation with no usable address). The editor should be informed of such substitutions as far in advance as possible, and a signed statement confirming the arrangement should be sent by both regular player and substitute. No player in a game may act as a substitute for another player in the same game.

19. A player who must resign from a game is asked to find his own replacement, whenever that is possible, in order that correspondence may be turned over, and the game continued with as little break as may be. If asked, the gamesmaster will find a replacement for a resigning player, but, in that case, the player is expected to continue the game until such time as a replacement can be found.

20. A player, who ceases play without formally resigning, will not, in general, be replaced. But such a player will not be admitted to any other game run by me. Similarly, players known to have abandoned play in other games, will not be accepted as players in any BROEDINGNAG game.

21. Press releases, from players or spectators, will be published as seems warranted by the interest of the material and as space allows. A player with material which he wants to be sure of another player receiving, would be well advised to write directly to the player concerned.

22. A detected attempt to deceive the gamesmaster will result in the player concerned being removed from the game and being debarred from all other games under my auspices. On the other hand, deception of other players is fully permissible under the rules, and is a recognized part of the game.

Under Rule 2, it should, perhaps, be stated that BROEDINGNAG uses Koning's Rule, on the basis of Calhamer's letter, BROEDINGNAG #31, and of his article, Diplomania #12. Both of these indicate that it had been his intention to incorporate the equivalent of Koning's Rule in the game. The other ambiguities arise so rarely in practice that it is hardly worth while to detail them. Any player is, of course, entitled to ask the gamesmaster how he would rule in such-and-such a hypothetical situation.

These rules correspond closely, for the most part, with those used by John Boardman, as given in Graustark #55, and as used by Charles Wells, as given in Lonely Mountain. Anyone requiring an amplification or clarification of any of them, should write and request the information needed.

My mail address is John A. McCallum, Ralston, Alberta, Canada. My address for telegrams is Suffield, Alberta. My phone number is Ralston 201, local 279, during business hours, Ralston 201, local 240, at other times. There is no direct dial; anyone phoning should have his operator call Medicine Hat, area code 403, and have the Medicine Hat operator take it from there.

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#### SEALED BAG

EARL A. THOMPSON, 128 South Mariposa, #2, Los Angeles, Calif., 90004; He (Anders Svenson) seems quite against a Westercon Tourney. I would like to know if diplomacy players are against the idea. How about running a questionnaire in BROB? Or better yet, ask people you correspond with? ((+Well, BROB is not a good place for such a questionnaire: it doesn't have enough readers and comparatively few of those are on the west coast. Perhaps GRAUSTARK will copy your question.

For those interested, the point at issue is this. Next year's Westercon (the convention for Science Fiction and Fantasy fans in the west coast and mountain states) is being held in Los Angeles. Earl is a member of the committee running the show. As an added attraction

attraction for diplomacy players he offered having a room at the convention set aside at the convention for use of those who want to play the game. The offer was mentioned in Craustark among other places and so must be considered to be known throughout Diplomacy circles.

At this year's Westercon, in San Diego, provision was made for playing Diplomacy. At this year's world convention, in Cleveland, over the Labour Day week-end there will, as far as I know, be no Diplomacy at the convention itself. However, John Koning is organizing a Diplomacy get-together in Youngstown for the two days immediately prior to the convention. As Youngstown and Cleveland are reasonably close, there will be an opportunity for those going to Cleveland to go to Youngstown first.

Since objection has apparently been raised to the idea of a Diplomacy room at the Westercon, the committee will presumably be anxious to hear the views of as many potential attendees as possible. So all with strong views one way or the other should write to Earl and make those views known. jamcc+))

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Those readers interested in interpretations of the rules, philosophy of the game, and so forth, should, without fail, get a copy of Diplomania #12, published by Don Miller, 12315 Judson Road, Wheaton, Md., 20906. It contains an article by Allan Calhamer, the inventor of the game, describing how the game originated. From there it goes on to give his views on rulebook amendment, and so on. The editor of the magazine, today's busiest editor-gamesmaster, adds his own comments. All-in-all, it is a must for serious students of the game.

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Another correction, just received, to add to those on page 2. The editor of Erewhon has been transferred to Turkey. After August 25th his address will be: 1st Lt. Rodney C. Walker EV3129356, TUSLOG Det. #183, APO New York, NY, 09254. He will continue to publish, but on a slower schedule.

Also, speaking of corrections, in the transcript of Game 1964C. Russia's move, in Spring 1901, Fleet Black sea from Sevastopol, should be underlined, as it did not succeed. I am afraid that there are other errors in that feature, which was proofread even more carelessly than usual.

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PROBINGWAG is a journal of Postal Diplomacy, now chronicling Game 1966AQ. It is likely that a second game will be started shortly. Fee for it is .2. Back and current issues of PROB sell for a dime apiece. Subscriptions are at the same rate; a subscription for the duration of Game 1966AQ costs .2.